006227 "6H005760

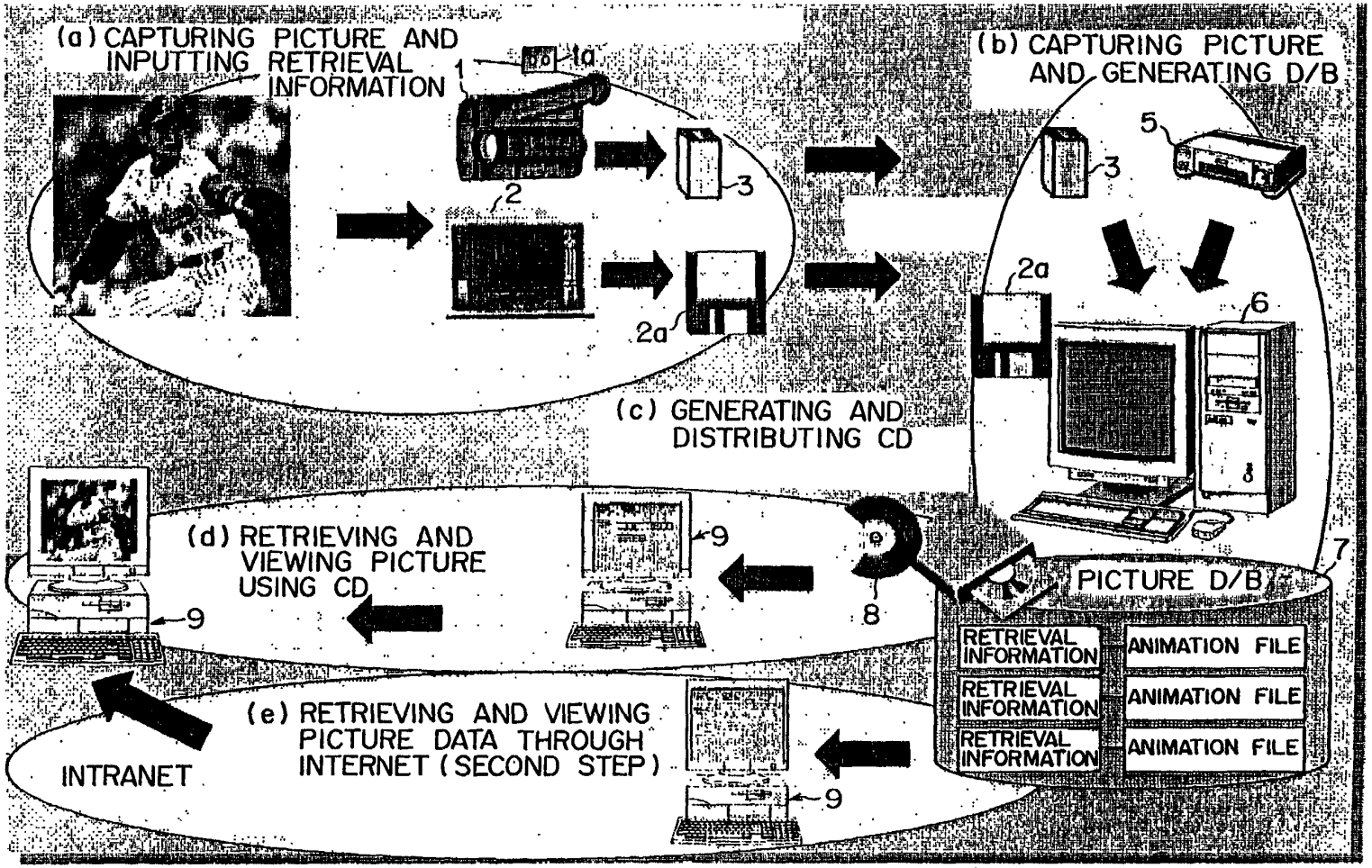
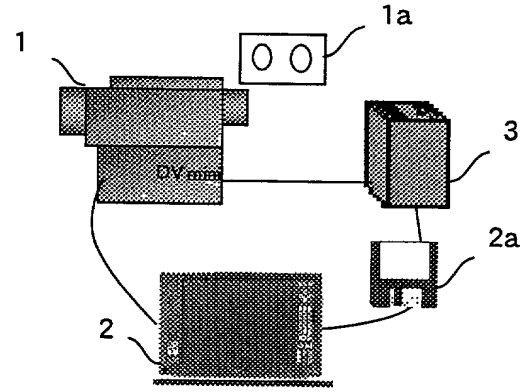
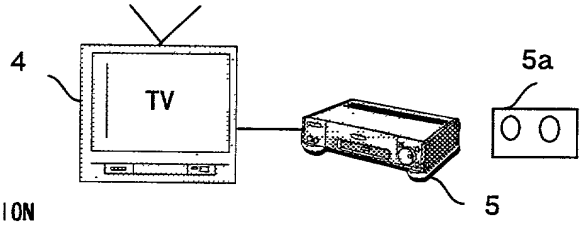


FIG. 1

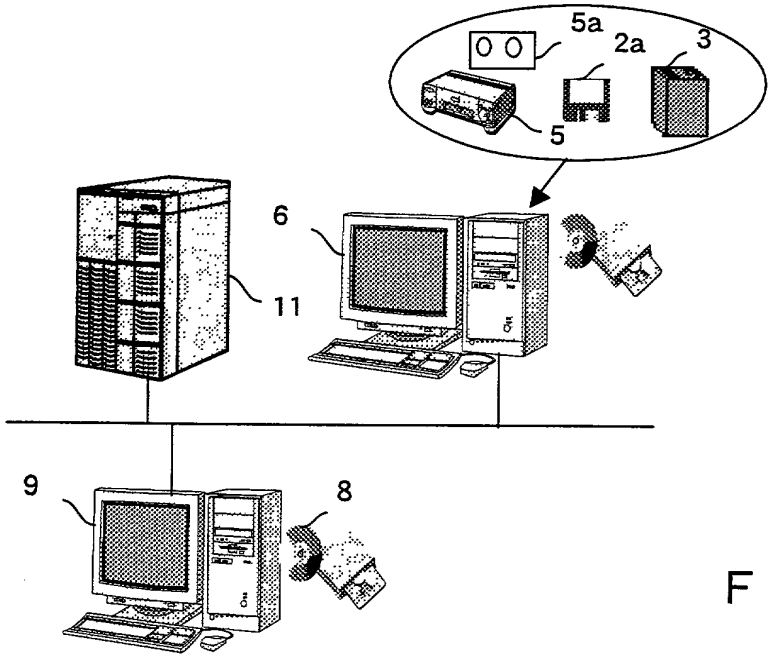
(A) : CONFIGURATION OF PICTURE AND INFORMATION ENTRY APPLIANCES ON SITE



(B) : CONFIGURATION OF TV BROADCAST PICTURE RECORDING APPLIANCES



(C) : CONFIGURATION OF PICTURE DB GENERATION AND CD-ROM GENERATION APPLIANCES



(D) : VIEWING AND DISPLAYING CD-ROM

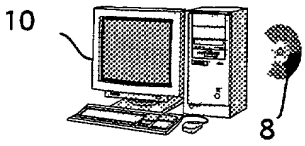


FIG. 2

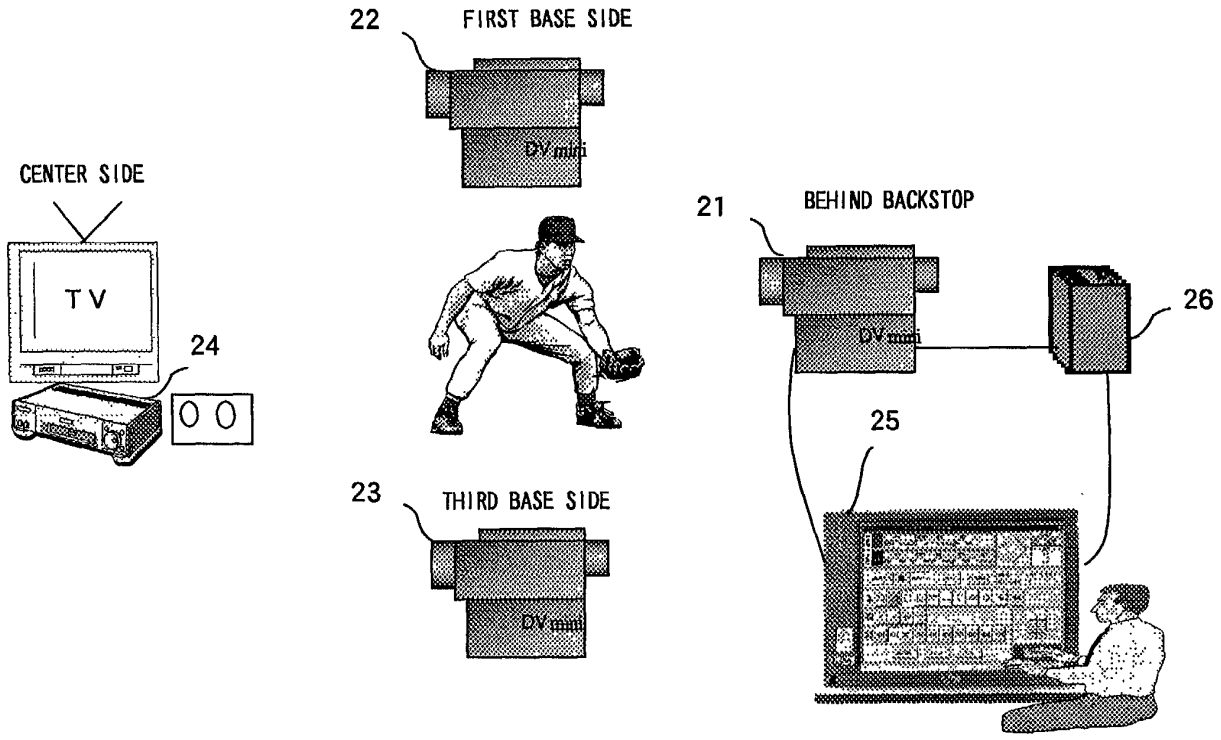

22
FIRST BASE SIDE
DV mini
CENTER SIDE
TV
24
00
21
BEHIND BACKSTOP
DV mini
26
25
23
THIRD BASE SIDE
DV mini

FIG. 3

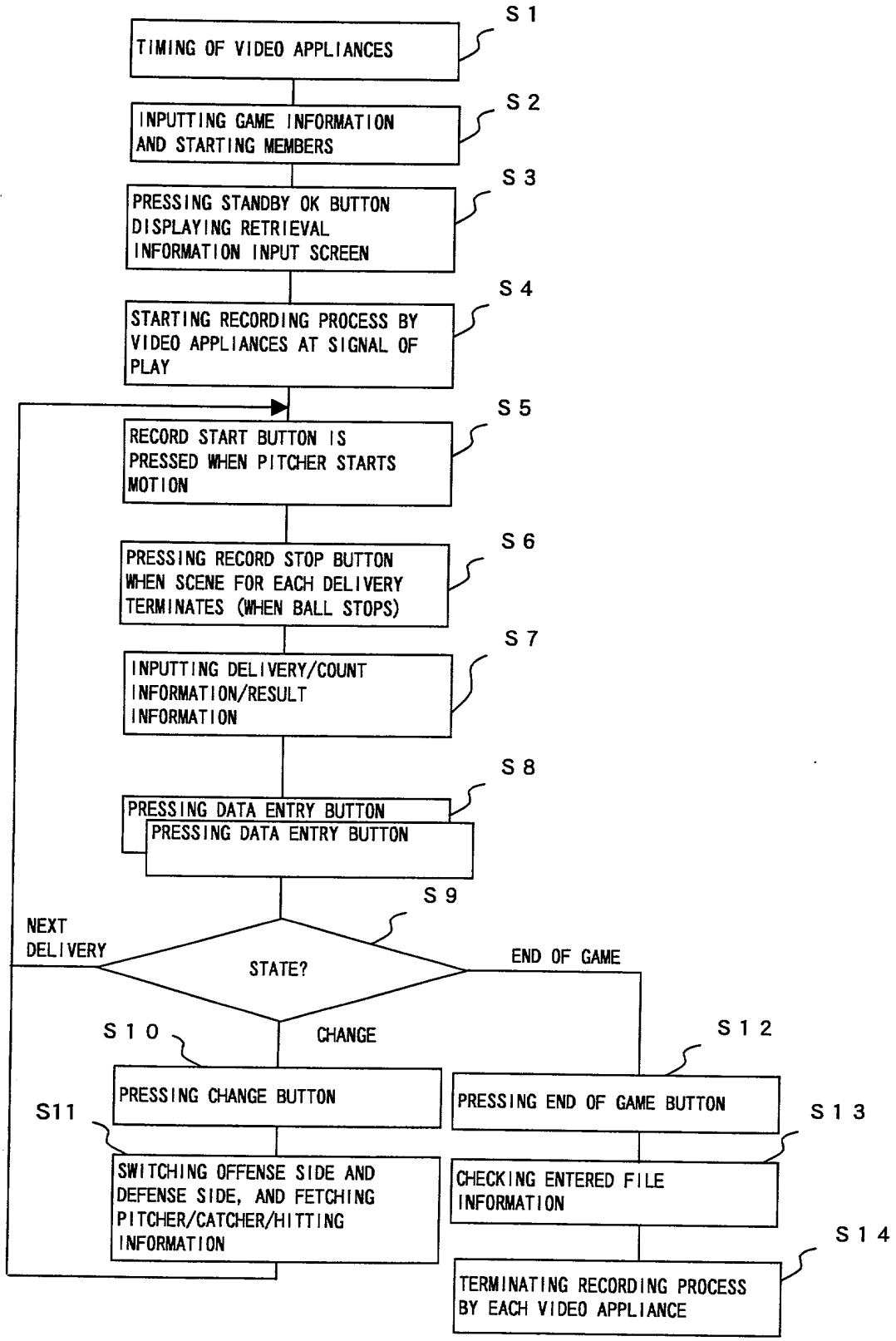

S 1
TIMING OF VIDEO APPLIANCES
S 2
INPUTTING GAME INFORMATION AND STARTING MEMBERS
S 3
PRESSING STANDBY OK BUTTON DISPLAYING RETRIEVAL INFORMATION INPUT SCREEN
S 4
STARTING RECORDING PROCESS BY VIDEO APPLIANCES AT SIGNAL OF PLAY
S 5
RECORD START BUTTON IS PRESSED WHEN PITCHER STARTS MOTION
S 6
PRESSING RECORD STOP BUTTON WHEN SCENE FOR EACH DELIVERY TERMINATES (WHEN BALL STOPS)
S 7
INPUTTING DELIVERY/COUNT INFORMATION/RESULT INFORMATION
S 8
PRESSING DATA ENTRY BUTTON
PRESSING DATA ENTRY BUTTON
S 9
NEXT DELIVERY
STATE?
END OF GAME
CHANGE
S 10
PRESSING CHANGE BUTTON
S11
SWITCHING OFFENSE SIDE AND DEFENSE SIDE, AND FETCHING PITCHER/CATCHER/HITTING INFORMATION
S 12
PRESSING END OF GAME BUTTON
S 13
CHECKING ENTERED FILE INFORMATION
S 14
TERMINATING RECORDING PROCESS BY EACH VIDEO APPLIANCE

FIG. 4

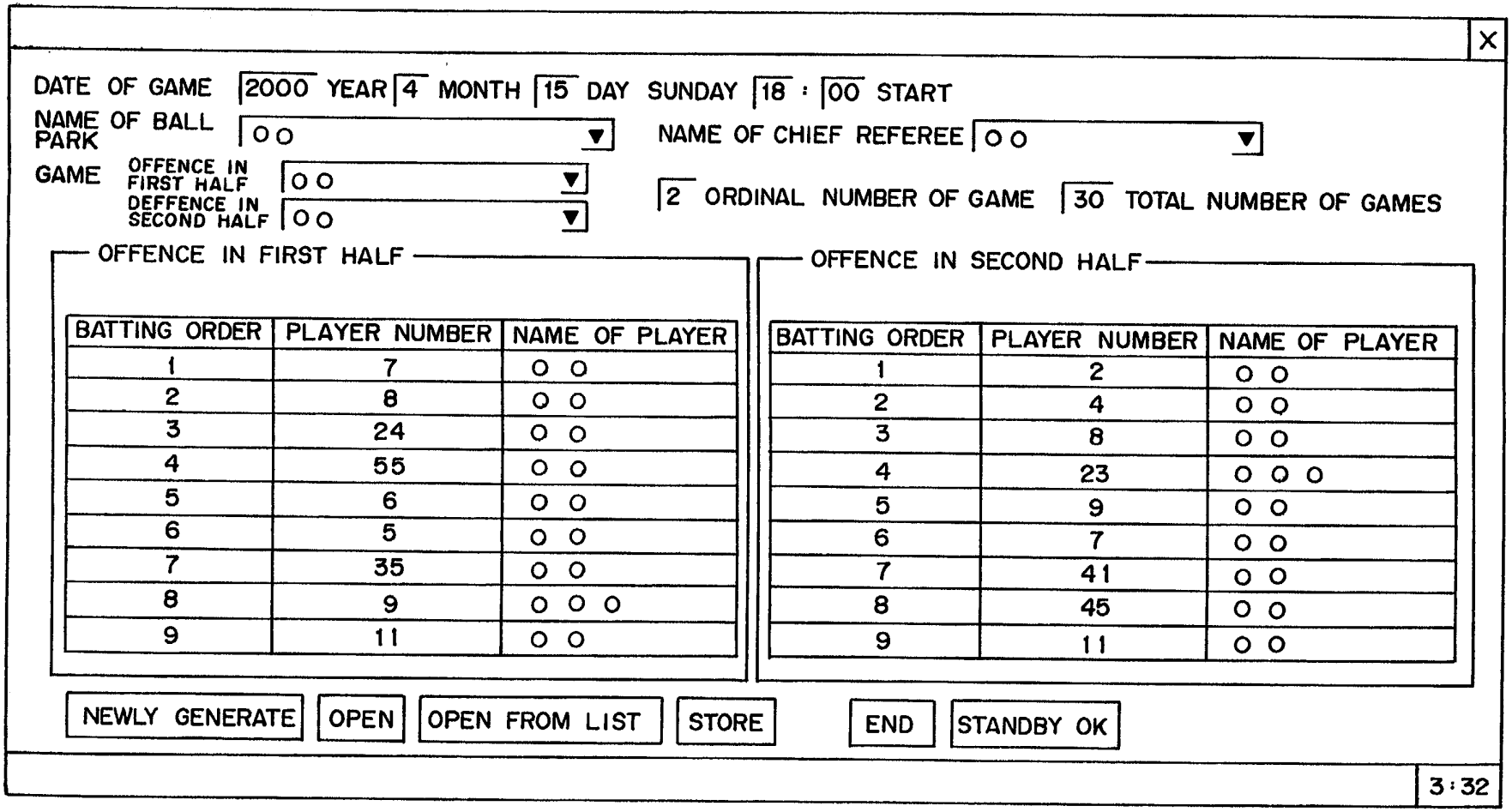

DATE OF GAME 2000 YEAR 4 MONTH 15 DAY SUNDAY 18 : 00 START
NAME OF BALL PARK
NAME OF CHIEF REFEREE
GAME
OFFENCE IN FIRST HALF
DEFFENCE IN SECOND HALF
2 ORDINAL NUMBER OF GAME
30 TOTAL NUMBER OF GAMES
OFFENCE IN FIRST HALF
OFFENCE IN SECOND HALF
BATTING ORDER
PLAYER NUMBER
NAME OF PLAYER
1 7
2 8
3 24
4 55
5 6
6 5
7 35
8 9
9 11
1 2
2 4
3 8
4 23
5 9
6 7
7 41
8 45
9 11
NEWLY GENERATE
OPEN
OPEN FROM LIST
STORE
END
STANDBY OK
3:32

FIG. 5

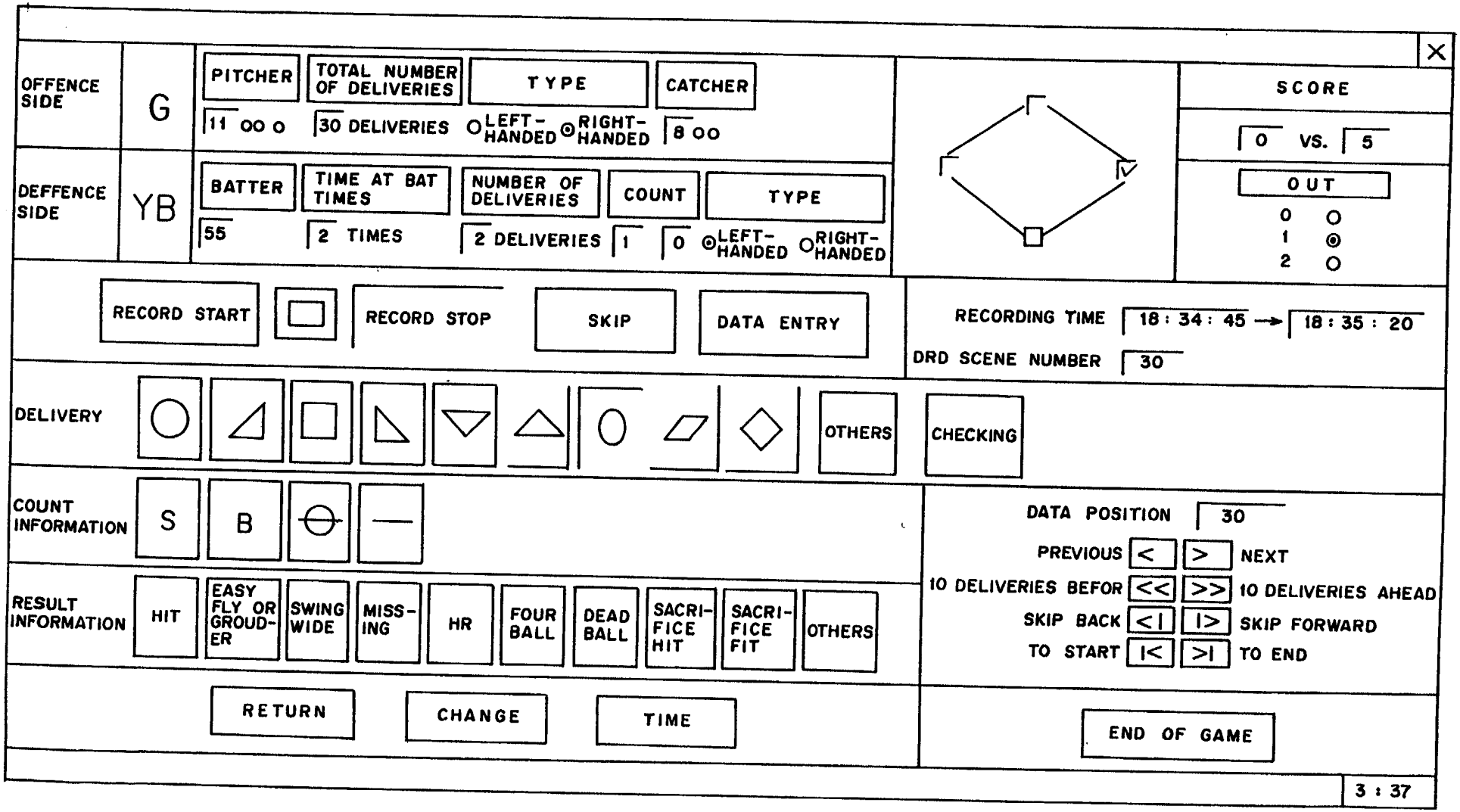

OFFENCE SIDE
G
PITCHER
TOTAL NUMBER OF DELIVERIES
TYPE
CATCHER
11 00 0
30 DELIVERIES
LEFT-HANDED
RIGHT-HANDED
8 00
DEFFENCE SIDE
YB
BATTER
TIME AT BAT TIMES
NUMBER OF DELIVERIES
COUNT
TYPE
55
2 TIMES
2 DELIVERIES
1
0
LEFT-HANDED
RIGHT-HANDED
SCORE
0 VS. 5
OUT
0
1
2
RECORD START
RECORD STOP
SKIP
DATA ENTRY
RECORDING TIME 18 : 34 : 45 → 18 : 35 : 20
DRD SCENE NUMBER 30
DELIVERY
OTHERS
CHECKING
COUNT INFORMATION
S
B
RESULT INFORMATION
HIT
EASY FLY OR GROUDER
SWING WIDE
MISSING
HR
FOUR BALL
DEAD BALL
SACRIFICE HIT
SACRIFICE FIT
OTHERS
DATA POSITION 30
PREVIOUS < > NEXT
10 DELIVERIES BEFOR << >> 10 DELIVERIES AHEAD
SKIP BACK <| |> SKIP FORWARD
TO START |< >| TO END
RETURN
CHANGE
TIME
END OF GAME
3 : 37

FIG. 6

Key	ITEM NAME	ITEM ID	DATA LENGTH (Max)	REMARKS
*	SEQUENCE NUMBER		4	SEQUENCE NUMBER OF INFORMATION ENTRY IN GAME
*	DRD SEQUENCE NUMBER		4	SEQUENCE NUMBER ENTERED IN DRD
*	SKIP SECTION		1	0: NONE 1: SKIP
*	RECORD START TIME		6	HHMMSS
*	RECORD END TIME		6	HHMMSS
	DATE OF GAME		8	YYYYMMDD
	NAME OF BALL PARK		20	NAME OF BALL PARK
	NAME OF TEAM OF USER		12	ABBREVIATED NAME OF TERM OF USER
	NAME OF OPPOSING TEAM		12	ABBREVIATED NAME OF OPPOSING TEAM
	ORDINAL NUMBER OF GAME		2	TOTAL NUMBER OF GAMES
	STATE OF TEAM OF USER		1	STATE OF TEAM OF USER OFFENSE IN FIRST OR SECOND HALF
				0: FIRST 1: SECOND
	INNING		2	NUMBER OF INNINGS
	OFFENSE/DEFENSE		1	STATE OF TEAM OF USER 0: OFFENSE 1: DEFENSE
	PLAYER NUMBER OF PITCHER		3	PLAYER NUMBER OF PITCHER
	NAME OF PITCHER		12	FORMAL NAME OF PITCHER
	TYPE OF PITCHER		2	TYPE OF PITCHER
				01: RIGHT-HANDED 10: LEFT-HANDED
	TOTAL NUMBER OF DELIVERIES		3	NUMBER OF TOTAL DELIVERIES
	PLAYER NUMBER OF CATCHER		3	PLAYER NUMBER OF CATCHER
	NAME OF CATCHER		12	FORMAL NAME OF CATCHER
	PLAYER NUMBER OF BATTER		3	PLAYER NUMBER OF BATTER
	NAME OF BATTER		12	FORMAL NAME OF BATTER
	TYPE OF BATTER		2	TYPE OF BATTER
				01: RIGHT-HANDED 10: LEFT-HANDED
	NAME OF REFEREE		12	NAMES OF REFEREES
	NUMBER OF TIMES AT BAT		2	NUMBER OF TIMES AT BAT
	NUMBER OF DELIVERY TO BATTER		2	NUMBER OF DELIVERIES AT BAT
	COUNT (STRIKE)		1	STRIKE COUNT
	COUNT (BALL)		1	BALL COUNT
	RUNNER STATE FIRST BASE		1	STATE OF FIRST RUNNER 0: NO RUNNERS 1: RUNNER EXISTING
	RUNNER STATE SECOND BASE		1	STATE OF SECOND RUNNER 0: NO RUNNERS 1: RUNNER EXISTING
	RUNNER STATE THIRD BASE		1	STATE OF THIRD RUNNER 0: NO RUNNERS 1: RUNNER EXISTING
	OUT COUNT		1	OUT COUNT 0: NO OUT 1: 1 OUT 2: 2 OUTS
	SCORE (TEAM OF USER)		2	SCORE OF TEAM OF USER
	SCORE (OPPOSING TEAM)		2	SCORE OF OPPOSING TEAM
	DELIVERY		2	TYPE OF DELIVERY
				01: STRAIGHT 02: SHOOT 03: CURVE 04: SLIDER
				05: FORK 06: SINKER 07: PALM 08: KNUCKLE
				09: CHANGE-UP 10: OTHERS 11: CHECKING
	COUNT INFORMATION		2	INFORMATION FOR COUNTING (INITIAL VALUE: 00)
				01: MISSING S 02: MISSING B 03: SWING SIDE 04: FOUL
	RESULT INFORMATION		2	
				01: HIT 02: GROUNDER OR FLY 03: STRIKE-OUT WITH SWING SIDE
				04: STRIKE-OUT WITH MISSING 05: HR 06: FOR BALLS
				07: DEAD BALL 08: SACRIFICE FLY 09: SACRIFICE HIT
	TYPE OF PICTURE		2	TYPE OF PICTURE FILE 01: DRD PICTURE 02: TV BROADCAST
	NAME OF PICTURE FILE		100	PICTURE FILE NAME

※ INDICATES ABSOLUTE TIME OF RECORD START TIME/RECORD END TIME

FIG. 7

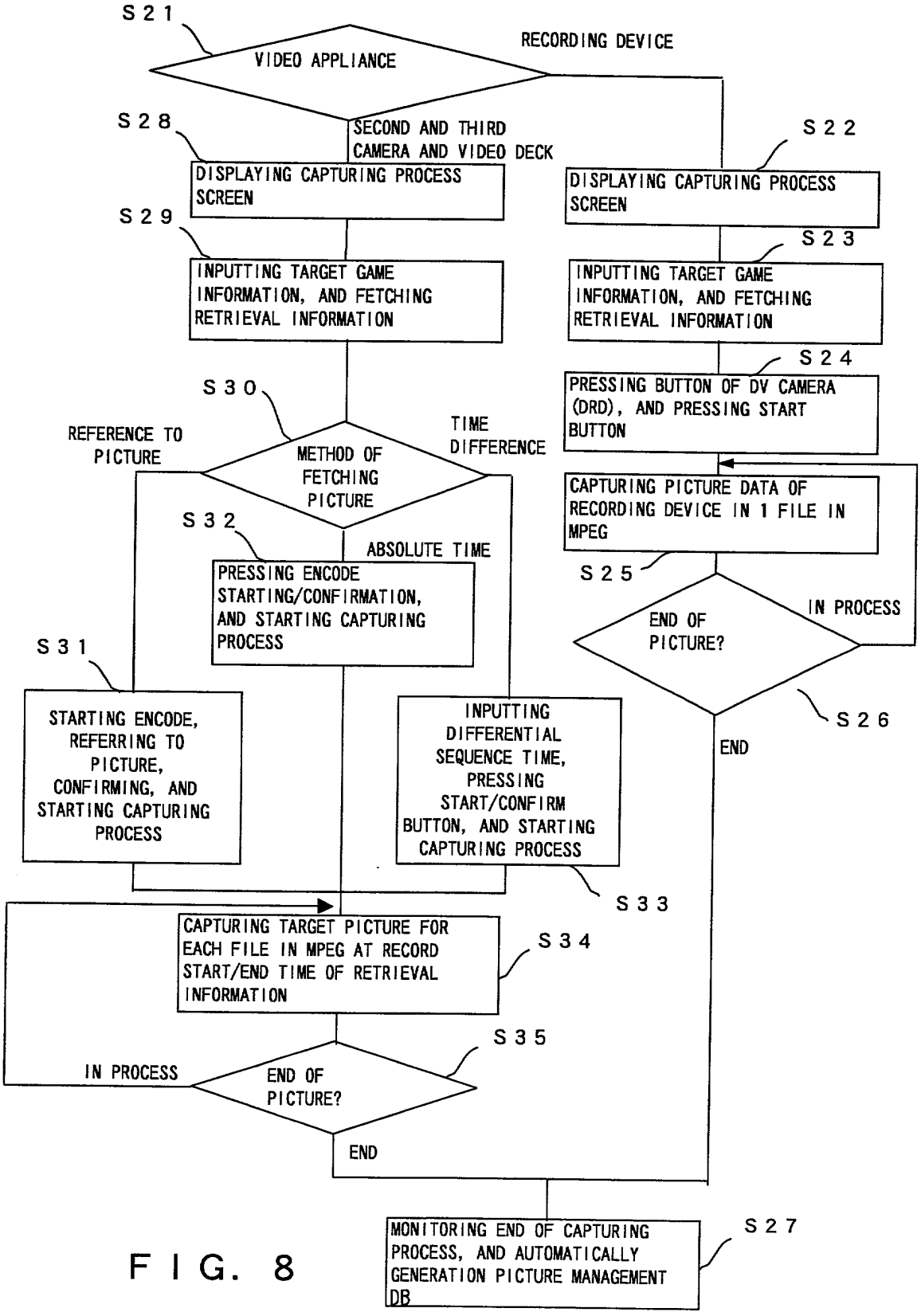

S21
VIDEO APPLIANCE
RECORDING DEVICE
SECOND AND THIRD CAMERA AND VIDEO DECK
S28
DISPLAYING CAPTURING PROCESS SCREEN
S29
INPUTTING TARGET GAME INFORMATION, AND FETCHING RETRIEVAL INFORMATION
S22
DISPLAYING CAPTURING PROCESS SCREEN
S23
INPUTTING TARGET GAME INFORMATION, AND FETCHING RETRIEVAL INFORMATION
S24
PRESSING BUTTON OF DV CAMERA (DRD), AND PRESSING START BUTTON
CAPTURING PICTURE DATA OF RECORDING DEVICE IN 1 FILE IN MPEG
S25
END OF PICTURE?
IN PROCESS
S26
END
S30
METHOD OF FETCHING PICTURE
REFERENCE TO PICTURE
TIME DIFFERENCE
S32
ABSOLUTE TIME
PRESSING ENCODE STARTING/CONFIRMATION, AND STARTING CAPTURING PROCESS
S31
STARTING ENCODE, REFERRING TO PICTURE, CONFIRMING, AND STARTING CAPTURING PROCESS
INPUTTING DIFFERENTIAL SEQUENCE TIME, PRESSING START/CONFIRM BUTTON, AND STARTING CAPTURING PROCESS
S33
CAPTURING TARGET PICTURE FOR EACH FILE IN MPEG AT RECORD START/END TIME OF RETRIEVAL INFORMATION
S34
S35
IN PROCESS
END OF PICTURE?
END
MONITORING END OF CAPTURING PROCESS, AND AUTOMATICALLY GENERATION PICTURE MANAGEMENT DB
S27

FIG. 8

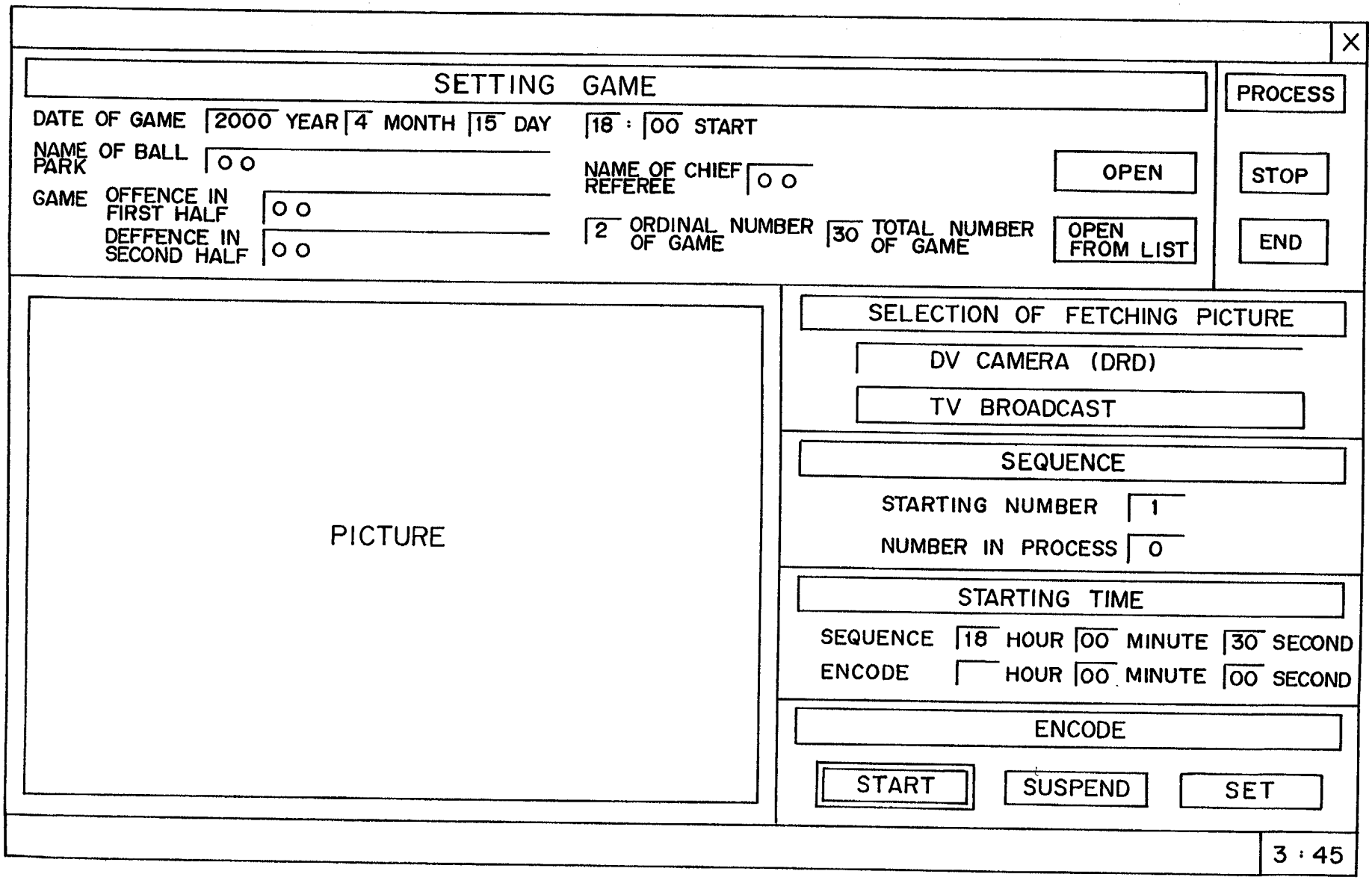

SETTING GAME
PROCESS
DATE OF GAME 2000 YEAR 4 MONTH 15 DAY
18 : 00 START
NAME OF BALL PARK
NAME OF CHIEF REFEREE
OPEN
STOP
GAME OFFENCE IN FIRST HALF
DEFFENCE IN SECOND HALF
2 ORDINAL NUMBER OF GAME
30 TOTAL NUMBER OF GAME
OPEN FROM LIST
END
PICTURE
SELECTION OF FETCHING PICTURE
DV CAMERA (DRD)
TV BROADCAST
SEQUENCE
STARTING NUMBER 1
NUMBER IN PROCESS 0
STARTING TIME
SEQUENCE 18 HOUR 00 MINUTE 30 SECOND
ENCODE HOUR 00 MINUTE 00 SECOND
ENCODE
START
SUSPEND
SET
3 : 45

FIG. 9

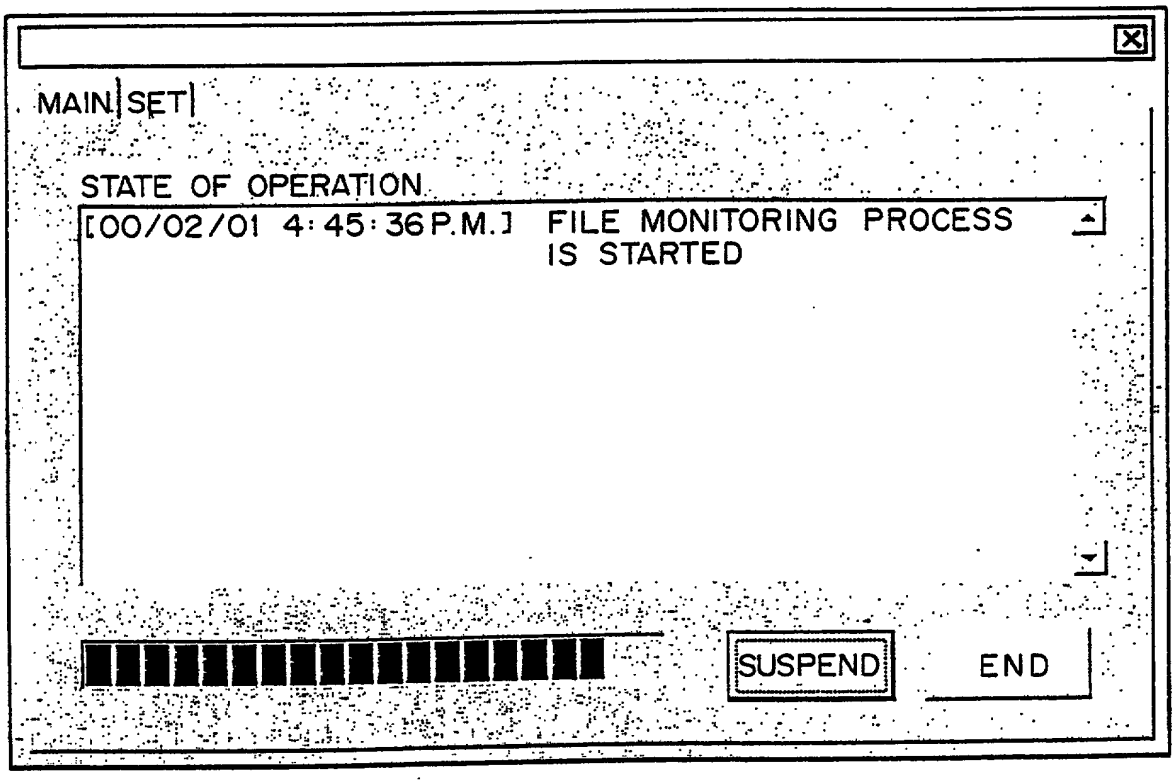

MAIN SET
STATE OF OPERATION
[00/02/01 4:45:36P.M.] FILE MONITORING PROCESS IS STARTED
SUSPEND
END

FIG. 10

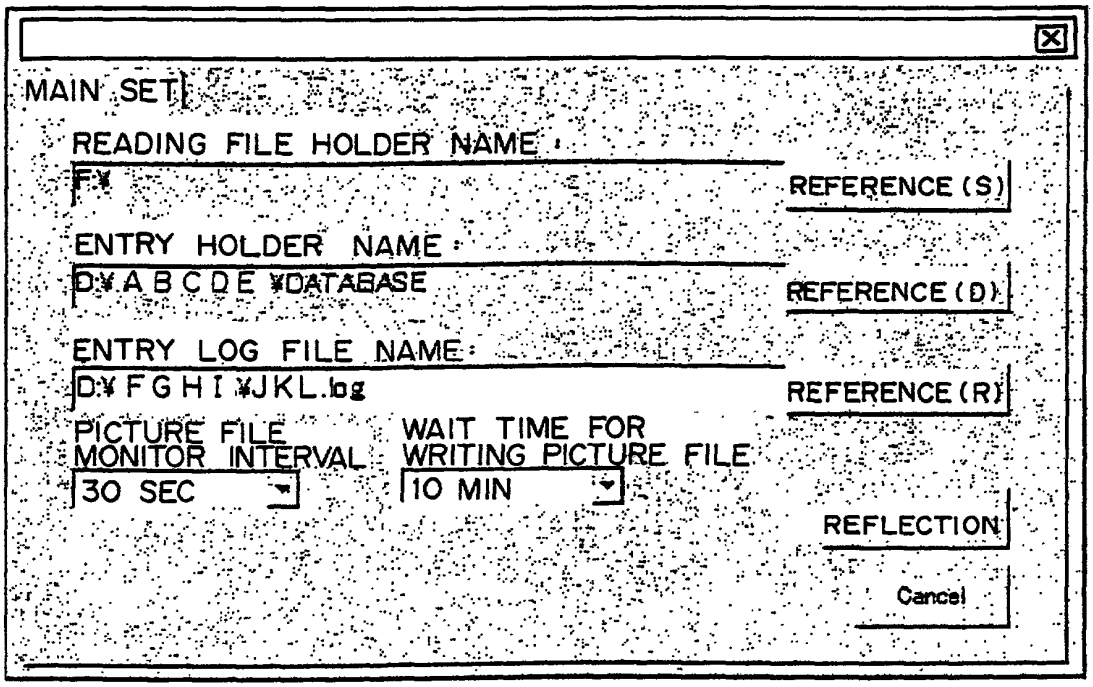

MAIN SET
READING FILE HOLDER NAME :
F:¥
REFERENCE (S)
ENTRY HOLDER NAME :
D:¥A B C D E ¥DATABASE
REFERENCE (D)
ENTRY LOG FILE NAME :
D:¥ F G H I ¥J K L.log
REFERENCE (R)
PICTURE FILE MONITOR INTERVAL
30 SEC
WAIT TIME FOR WRITING PICTURE FILE
10 MIN
REFLECTION
Cancel

FIG. 11

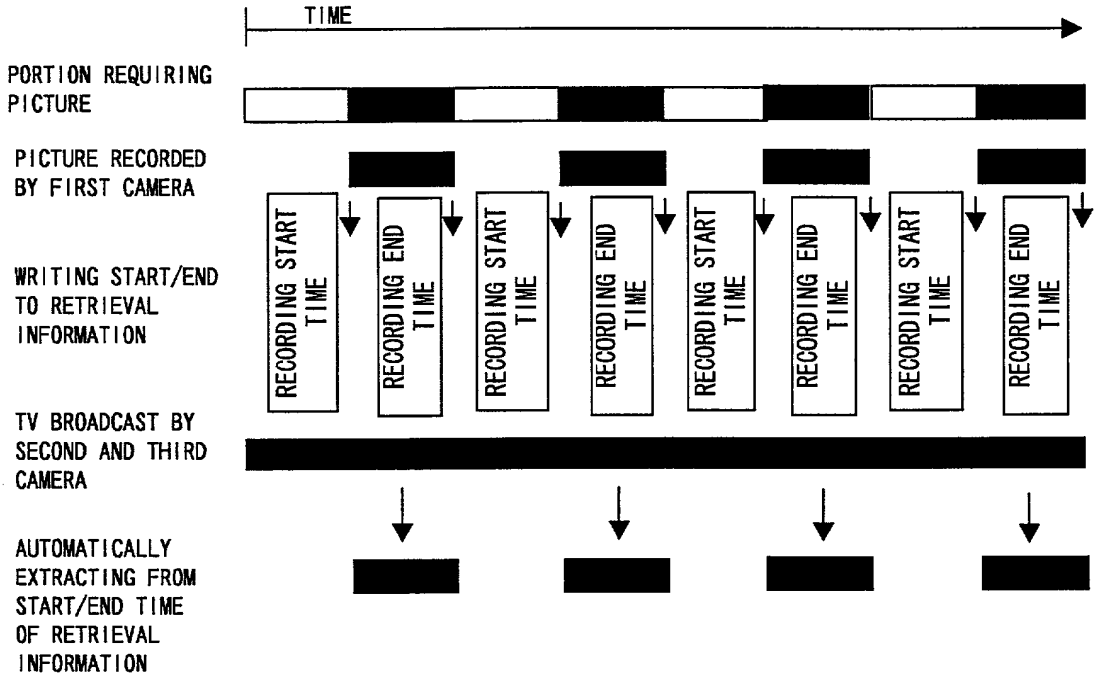

TIME
PORTION REQUIRING PICTURE
PICTURE RECORDED BY FIRST CAMERA
WRITING START/END TO RETRIEVAL INFORMATION
TV BROADCAST BY SECOND AND THIRD CAMERA
AUTOMATICALLY EXTRACTING FROM START/END TIME OF RETRIEVAL INFORMATION
RECORDING START TIME
RECORDING END TIME
RECORDING START TIME
RECORDING END TIME
RECORDING START TIME
RECORDING END TIME
RECORDING START TIME
RECORDING END TIME

FIG. 12

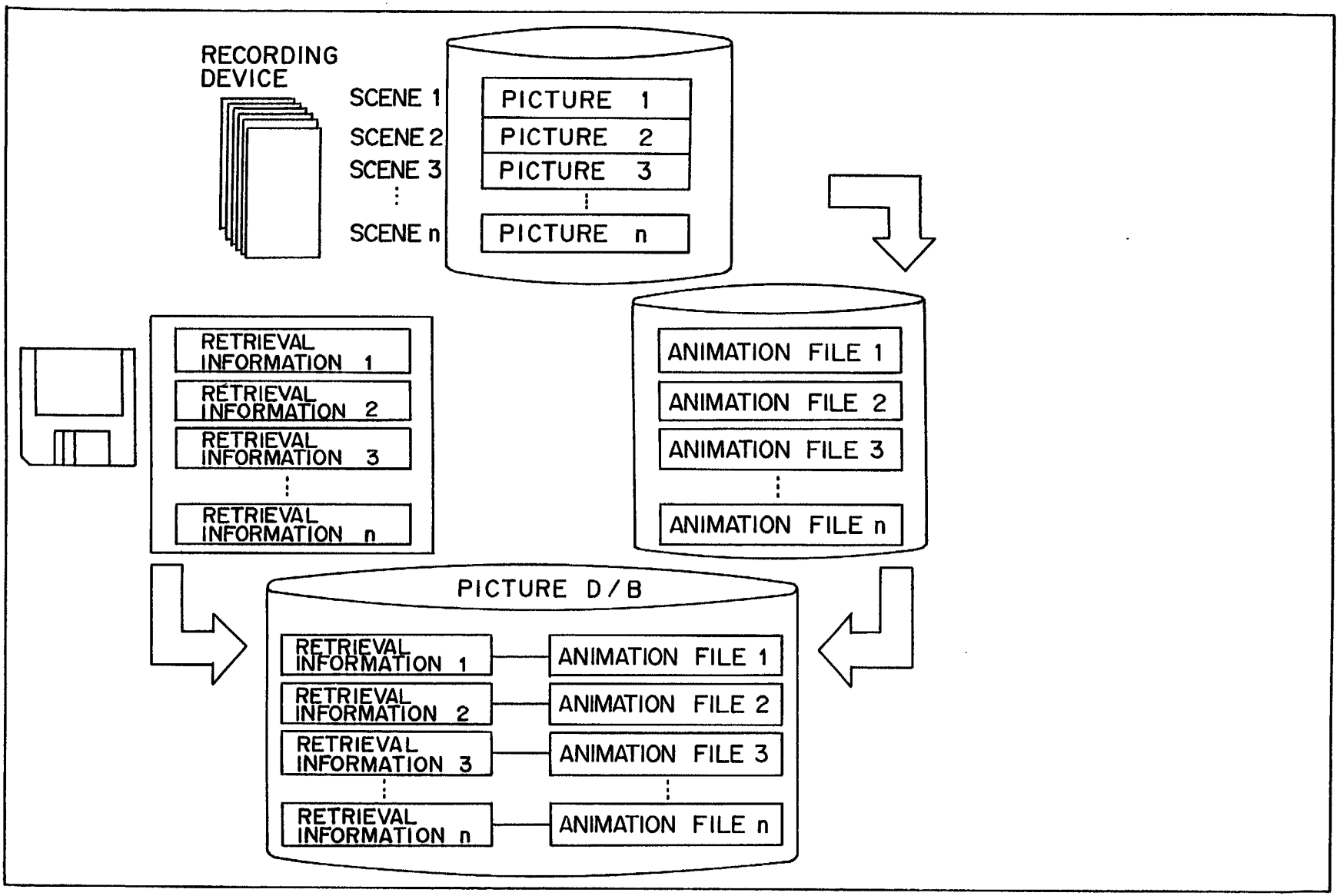

RECORDING DEVICE
SCENE 1
SCENE 2
SCENE 3
SCENE n
PICTURE 1
PICTURE 2
PICTURE 3
PICTURE n
RETRIEVAL INFORMATION 1
RETRIEVAL INFORMATION 2
RETRIEVAL INFORMATION 3
RETRIEVAL INFORMATION n
ANIMATION FILE 1
ANIMATION FILE 2
ANIMATION FILE 3
ANIMATION FILE n
PICTURE D/B
RETRIEVAL INFORMATION 1
RETRIEVAL INFORMATION 2
RETRIEVAL INFORMATION 3
RETRIEVAL INFORMATION n
ANIMATION FILE 1
ANIMATION FILE 2
ANIMATION FILE 3
ANIMATION FILE n

FIG. 13

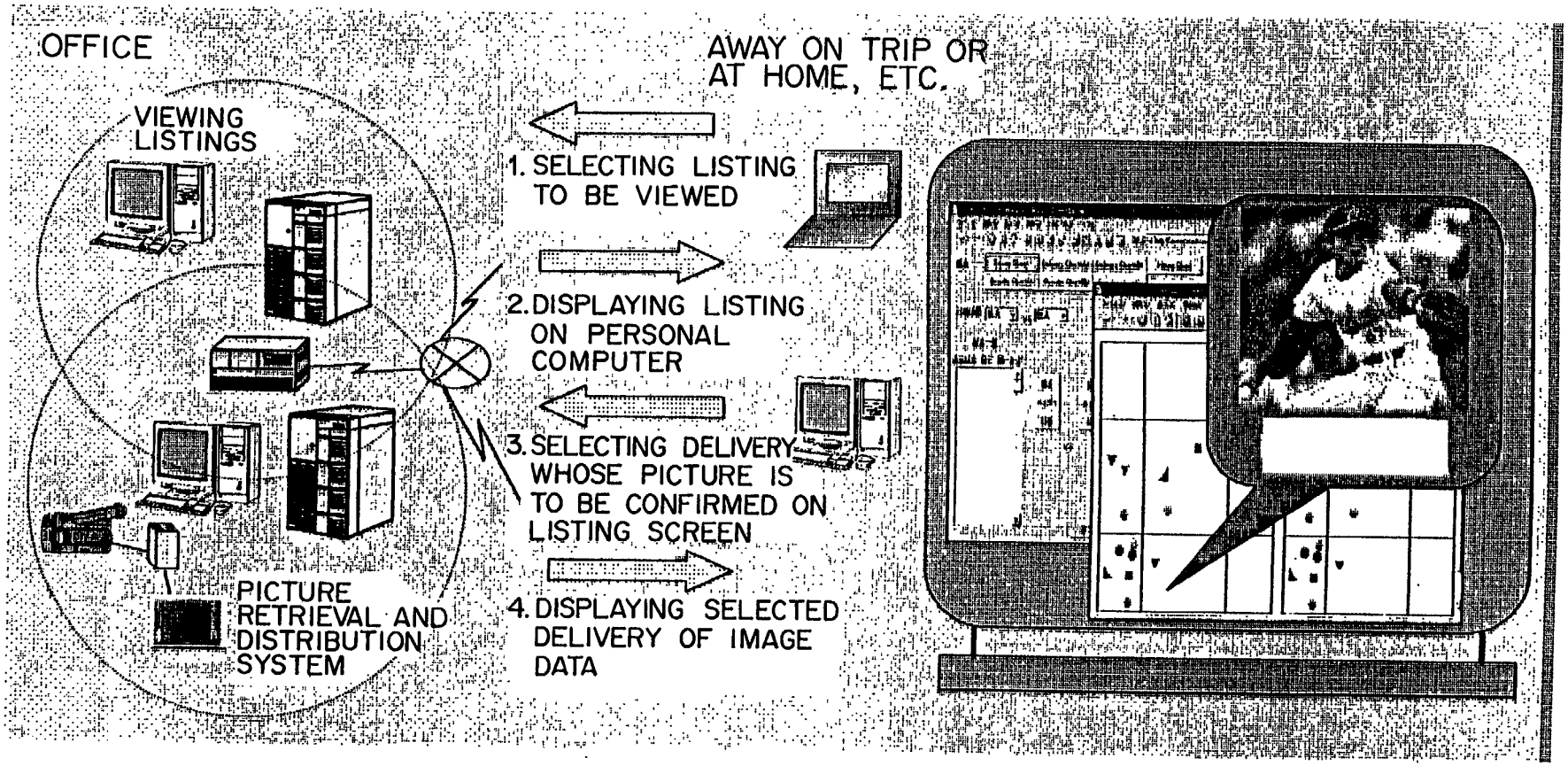

OFFICE
VIEWING LISTINGS
PICTURE RETRIEVAL AND DISTRIBUTION SYSTEM
AWAY ON TRIP OR AT HOME, ETC.
1. SELECTING LISTING TO BE VIEWED
2. DISPLAYING LISTING ON PERSONAL COMPUTER
3. SELECTING DELIVERY WHOSE PICTURE IS TO BE CONFIRMED ON LISTING SCREEN
4. DISPLAYING SELECTED DELIVERY OF IMAGE DATA

FIG. 14

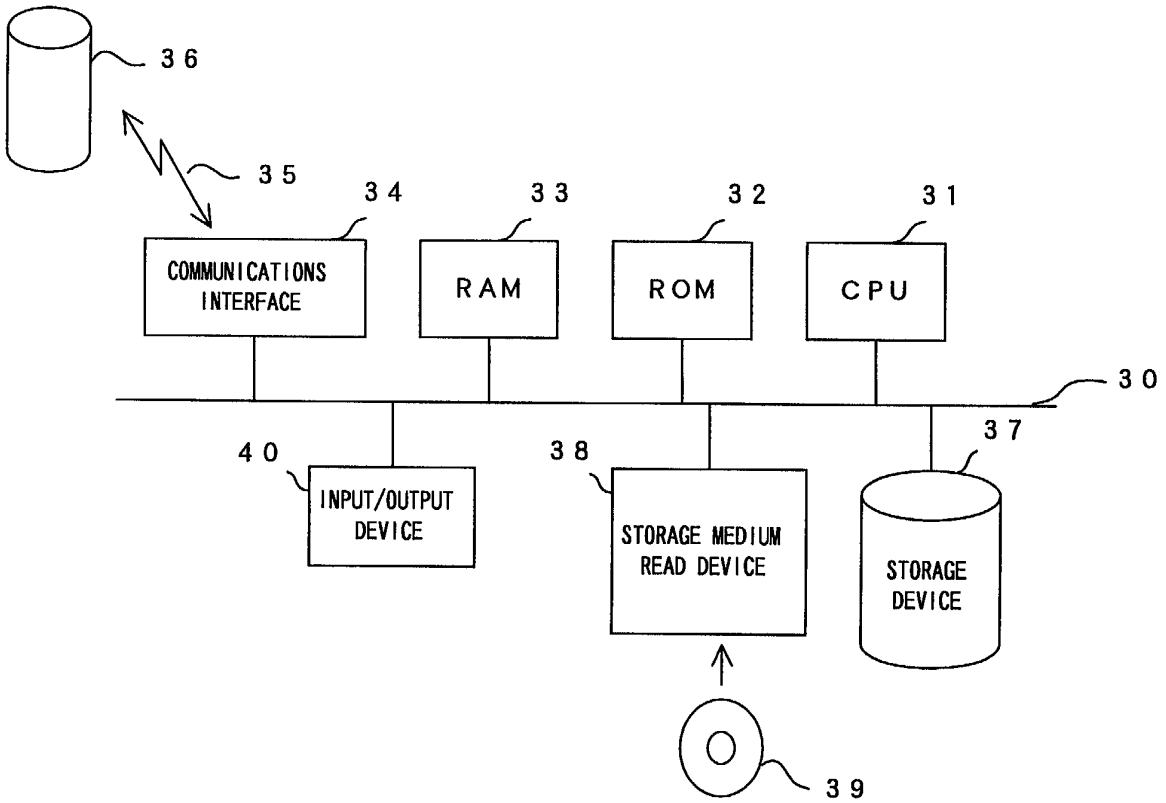

36
35
34
33
32
31
COMMUNICATIONS INTERFACE
RAM
ROM
CPU
30
40
38
37
INPUT/OUTPUT DEVICE
STORAGE MEDIUM READ DEVICE
STORAGE DEVICE
39

FIG. 15